

52 REALMS: ADVENTURES

Map 2 'The Eternal-Midnight Forest'

NEW COMPONENTS

1 x Dungeon Sheet

1 x Character Sheet

1 x Marker token (cubes, coin etc)

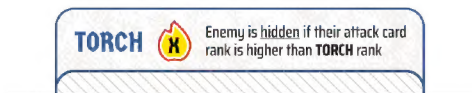
NEW CONCEPTS



TORCH AND HIDDEN ENEMIES

Map 2 introduces a new concept: that of the light that you need to get through the dark forest.

There is a space at the bottom of the map sheet for a single card which acts as your TORCH. At any time, you may take an EQUIP card you have and move it to the TORCH space. If there was already a card in the TORCH space, it is discarded. If the EQUIP card you move was exhausted, it stays that way.



Your TORCH can help you in several different ways. Firstly, some of the routes in the Forest have a TORCH value, denoted by a number inside a flame icon. You can only use

such routes if the rank of your TORCH is equal to or greater than the TORCH value of the route. You do not exhaust your TORCH when you travel on such a route.

Some enemies' attacks have effects that happen if they are **hidden**. An enemy is hidden if the rank of its current battle card is higher than the rank of your TORCH.

Finally, some effects Dim your TORCH. If your TORCH is not already dimmed, turn it sideways (like how you exhaust EQUIP). If you have to Dim your TORCH, but it was already dimmed previously (or you first moved it there exhausted), instead discard your TORCH.



NEW LOCATIONS



BARROWS

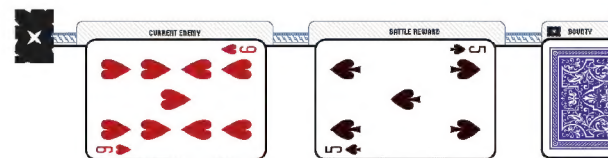
When you enter the Barrows, draw the top card of the deck. Add the rank of your TORCH to the rank of the drawn card, and then gain the reward (or penalty) matching that described on the space. The card you drew is the one used for the first WOUND or Reward gained.



THE UNSEEN AND BOUNTY

The Unseen are a set of three special enemies hiding in the Forest, which promise additional rewards the more of them you can find and defeat.

The Unseen act like regular enemies, except you draw 3 cards when you encounter them, rather than the usual 2. Take the card with the middle rank of the 3 and place it face down as the BOUNTY in the space to the bottom left of the map.



A 9, 6 and 5 were drawn for the bounty enemy. The 6 is placed face down on the bounty space and remains there for the rest of the game.

At the end of the game, you score bonus points equal to the **sum of the ranks of the cards in Bounty, multiplied by the number of Bounty cards you have.**

CAIRNS

There are four Cairns, one for each suit. When you enter a Cairn, you may discard a card of the required suit (it can be an EQUIP, ITEM or LOOT). If you do, take the top 5 cards of the discard pile (including the card you discarded) and shuffle it into the deck.

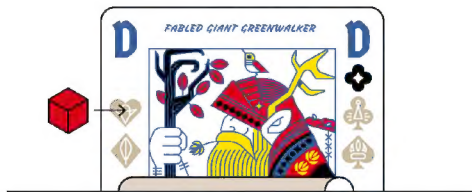
BOSS - NIGHT PHANTOM

When you fight the Night Phantom, at the start of each battle round, your TORCH dims. This happens before the enemy draws its card for the round.

NEW CHARACTERS

DRUID (25 Wounds)

The Druid may shapeshift between different forms. You will need an additional marker to track which form they are in. At the start of the game, place the marker off the sheet to the side; the Druid is not in any form.



Use an additional marker token to track the Druid's current form

At any time the Druid can shapeshift by exhausting a ready EQUIP card to change into the form matching the suit of the exhausted card. Then place the marker on that form to track it.

Each form gives an ongoing effect that is active as long as the Druid is in that form. **Whenever the Druid takes a WOUND, they also revert to having no form: move the marker off the sheet again to note this.**

For Mole Form, it activates any time you would gain LOOT, for example in a Battle or from a Barrows or Event location.

FELL KNIGHT (35 Wounds)

When setting up the game, the Fell Knight **starts with a WOUND card drawn from the top of the deck** (if you draw an Ace, draw another card and then shuffle the Ace back into the deck).

In addition to their abilities, the Fell Knight has a unique Item: **Dragon Blood (which replaces the Health Potion).**

When you use Dragon Blood, first take 1 WOUND, then you can discard any 2 WOUND cards. If after drawing the first WOUND, your total wounds exceed 35, you immediately lose.

For Blood Fury, you exhaust a WOUND by turning it sideways like you do for EQUIP. You cannot exhaust a WOUND that is already exhausted. Exhausted wounds still count for their normal rank value.

You cannot use Blood Fury against C enemies.

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